



EXTRA INNINGSTM

INSTRUCTION BOOKLET



Sony Imagesoft Inc., 9200 Sunset Boulevard, Suite 820, Los Angeles, California 90069.

Printed in Japan

SUPER NINTENDO.
ENTERTAINMENT SYSTEM

Thank you for purchasing Extra Innings. Read all the instructions and keep this manual for future reference.

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PLAY BALL!



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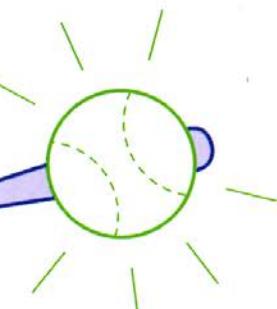


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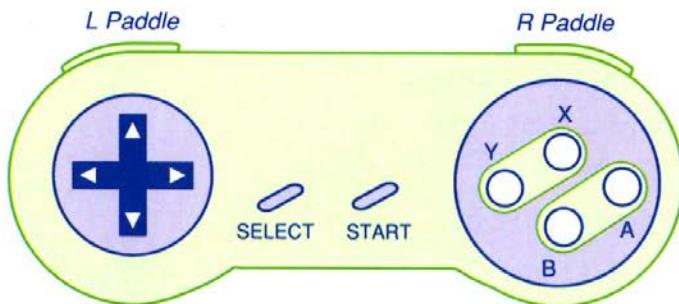


GETTING STARTED

Extra Innings is for play on the Super Nintendo Entertainment System. Make sure that the power is off before you start. Insert the cartridge and turn the power on. After the Sony Imagesoft name has appeared, the title screen will be displayed. If this screen does not appear, check the connections to make sure your Super NES hardware has been connected correctly.



Press the Start button on the Controller to begin.



GAME MODES

You can select from 8 different game modes. Use the control pad to select the type of game you wish to play. Press the B Button to enter your selection.

1P	The one player game pits you against the computer.
2P	The two player mode is simultaneous action between you and a friend.
All Star	Select the top players from each league to play on the All Star Teams. You can play or watch the action. Details on page 19.
Pennant Race	Play an entire season in the quest for the pennant. You can control the team rankings and season length. Details on page 20.
Edit Team I	Create your own team for use in any game mode. Details on page 24.
Edit Team II	Create a second team.
Set up	Select options prior to beginning the game to allow for player errors, wind variance and fielding assistance. Watch or skip the games the computer plays by itself during the Pennant Race. Details on page 22.
Watch	View your favorite teams at play. Details on page 23.



TEAM SELECTION



Use the arrow keys on the Control Pad to highlight the desired team and press the B button to select that team. The second player uses the second controller to select his team. Team statistics are given in the back of this manual.

N LEAGUE



LOS ANGELES SURFERS



HOUSTON PETROS



NEW YORK STOCKS



ATLANTA VALIANTS



PITTSBURGH METALICS



CHICAGO WINDS

A LEAGUE



OAKLAND BEES



SEATTLE RAINS



BOSTON BUNKERS



MINNESOTA TRIPLETS



TORONTO CONDORS



DETROIT MOTORS

EDIT TEAMS



EDIT TEAM I



EDIT TEAM II

STADIUM OPTIONS

There are three different stadiums to choose from. Use the Control Pad left and right arrow keys to display the stadiums. Press B to enter your selection.



AIR DOME

A stadium with an open air dome. The wind will affect the ball's flight.



MIDSIZE PARK

A small stadium with a chance for a lot of homers.



HUGE STADIUM

A large stadium with very high walls. Good fielding is the key to winning on this field.

PLAYER SELECTION

There are 25 players on each team. Players are divided into starters, bench and farm. The farm players cannot play in the current game. They must first be brought up to the bench.

ROSTER	SURFERS
REGULAR	BENCH
1. MICHAEL	PENRET
2. BRONKIN	PETERSON
3. BAXTER	DESONNAIS
4. BERNARD	CARLISLE
5. BENJAMIN	CHARLTON
6. CLEMSON	LAW
7. CRENshaw	JUBER
8. BIRRY	LEMON
PITCHER	REINHOLD
P. COLOMBY	WEFOLIN

To change the line-up, highlight the player you wish to replace with the Control Pad arrow keys and press B. If you select the pitcher a list of available pitchers will be displayed in the second column. If you select one of the other fielders, a list of available fielders will appear in the second column. Use the control pad to highlight the replacement player from the second column and press B again. Press the start button to end player selection.

PLAYER CONDITION SYMBOLS



Excellent



Fair



Good



Poor

PLAYING THE GAME

PITCHING

Pitcher and Catcher Position

Use the left and right arrow keys on the Control Pad to move the pitcher and catcher from side to side.



Pitching

Use the Control Pad to select the type of pitch and press B to throw. For a slow ball press the up arrow on the Control Pad. For a fast ball press the down arrow on the Control Pad. For normal speed, do not push Control Pad. For a forkball or sinkerball use the A Button instead of the B button.





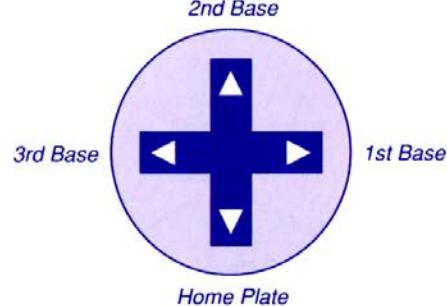
The direction of the pitch can be changed in flight by using the left and right arrows on the Control Pad. Once the pitch leaves the pitcher's hand the speed cannot be altered. The forkball will be difficult to hit, but depending upon the pitcher's fatigue level, the pitch may turn into a normal pitch.

Note: Check the Team Data on pages 27 through 38 for the pitcher's stamina (ST) level. This will determine the pitcher's long and short term effectiveness. When the pitcher begins to tire he will wipe his brow. This may be a good time to send in a relief pitcher. (Try pressing the L Button on the top of the controller to make the pitcher wipe his brow to trick your opponent into thinking he's tired.)



Pick Off Move

Press the Y button and the pitcher will stop and hold the ball. Use the Control Pad to designate the base to throw to and press B to throw.



FIELDING

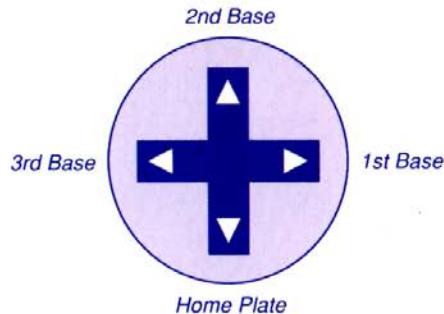
Catching

When the ball is hit, the nearest fielder must pursue the ball. Move the fielder by using the Control Pad. The ball's shadow on the ground will indicate its flight path. The ball will be caught automatically if the player is within reach of the ball, unless the player makes an error. (Errors occur randomly.)



Throwing

When a ball is caught, use the Control Pad to designate the base to throw to and press B to throw. Be sure the fielder covering the base is in position before the ball is thrown to that base.



Important: When throwing, the Control Pad (base designation) and the B Button must be pressed simultaneously to achieve maximum strength behind a throw.

Running with the Ball

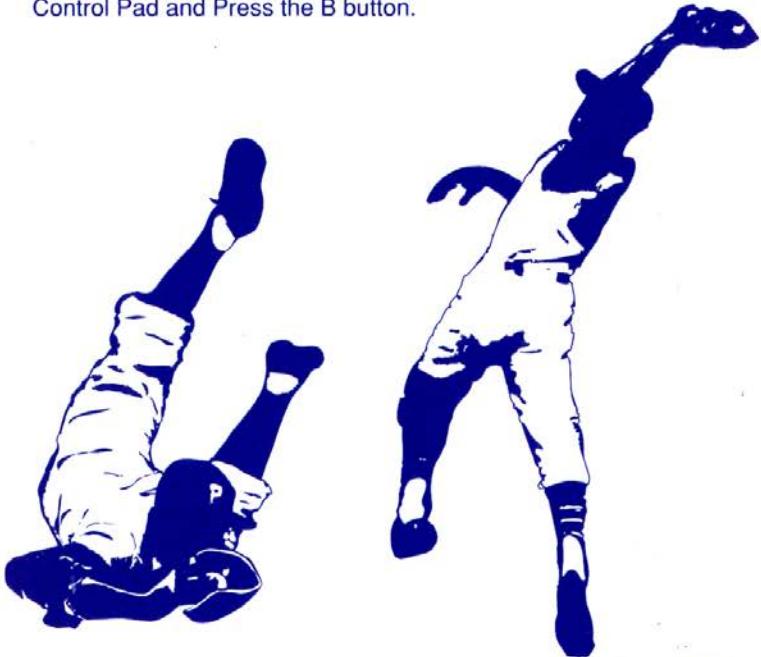
A fielder with the ball may run to a base or run in any direction designated by the Control Pad. Hold down the Y button as you use the Control Pad. A fielder can tag a base runner out by running him down.

Diving and Jumping Catches

When a ball is hit just out of reach of the fielder, the fielder can dive or jump to catch the ball. Press the left arrow and the B Button to dive left. Press the right arrow and the B Button to dive right. Press the down arrow and the B Button to dive forward. Press the up arrow and the B Button to make a jumping catch.

Throwing Out a Steal to Second Base

In the event that a runner steals second, the catcher can throw out the runner at second base. Press the down arrow on the Control Pad and Press the B button.



BATTING AND BASE RUNNING



Hitting

Use the Control Pad arrows to determine the placement of the batter in the batter's box. Press B to make a full swing.



Bunting

Use the Control Pad arrows to determine the placement of the batter in the batter's box. Press A to bunt.



Advancing Runners

When a batter hits the ball all runners on base will automatically advance to the next base. If you wish to advance the runners further, press the Control Pad arrow corresponding to the next base and press Y.



Holding Runners

When a fly ball is hit the runners must be held on base or they will automatically advance to the next base. To hold the runners on base, press the Control Pad arrow corresponding to the base where the runner should hold or return to and press B. Once the fly ball is caught, the runner may choose to "tag the base" and advance.



Note: Once a runner has advanced to the next base, he cannot return to the previous base.

Leading Off

Use the L and R Buttons on the top of the Controller to control the width of the base runner's lead off of a base. This will allow the base runner to get a good jump off of the base. The L button can also be used for base stealing.



Base Stealing

Press the Control Pad arrow corresponding to the base the runner wishes to steal and press the Y button. When you attempt to steal, beware of being "picked off" by the pitcher. Refer to the Team Statistics section on pages 27 through 38 to check on each player's speed.



Note: Press the L and R buttons on the top of the Controller alternately in quick succession to speed up the runners!

SUBSTITUTIONS

Substitute Batters and/or Runners

To make a change in the batting line-up or substitute hitters or runners, press either the SELECT or START button followed by the B button and the substitution screen will appear. Use the Control Pad up and down arrows to select which player you wish to replace and press B. The substitution roster is displayed at the bottom of the screen. Use the Control Pad arrows to highlight the player you wish to substitute in and press B.

KEY

- BA Current batter.
- 1R 1st base runner.
- 2R 2nd base runner.
- 3R 3rd base runner.



Substitute Pitcher and/or Fielders

To make a pitching change or substitute fielders, press either the START or SELECT button followed by the B button and the substitution screen will appear. Use the Control Pad arrows to highlight the position you wish to make the substitution in and press B. If you are making a pitching change, a roster of relief pitchers will appear. If you are making a fielding change a list of available fielders will appear. Use the Control Pad arrows to select the replacement player and press B.

KEY

- P Pitcher
- C Catcher
- 1B 1st Baseman
- 2B 2nd Baseman
- 3B 3rd Baseman
- SS Shortstop
- LF Left Fielder
- CF Center Fielder
- RF Right Fielder



PLAY SCREENS AND RULES

There are two basic views in which to view the game. There is a close-up view and a wide angle view.

CLOSE-UP VIEWS

Close-up display focuses on the pitcher and batter.

When a runner is on first and/or third base, a small window will appear in either corner of the screen to display the runners.

A runner on second base will be displayed in the background of the close-up shot behind the pitcher.

WIDE ANGLE VIEW

When a ball is hit into play or if a runner steals, the display will automatically switch to the wide angle view. A small diamond will appear on the lower right-hand side of the screen to display the position of the runners.

The arrow with a number at the bottom right of the screen indicates the direction and strength of the wind.



ALL STAR MODE



CHOOSE ALL STAR PLAY MATCH-UP MODE

The All Star Game mode may be played in three ways. One player may play against the computer (1P). Two players may battle each other (2P). Or you may watch while the computer plays both sides (COMPUTER). Use the up and down arrows on the Control Pad to select the desired mode and press B.



SELECT THE ALL STAR ROSTER

Here you can choose which players will participate in the All Star game from the various team rosters. Press the SELECT button to display the roster for the starting line-up, the bench and the pitchers. For each of these screens use the left and right arrows on the Control Pad to toggle between the various teams.

ALL STAR TEAM	
REGULAR	SURFERS
1. PETEROTTI	1. MITCHEL
2. LUCK	2. RONKIN
3. BAXTER	3. BODLES
4. SCHOCK	4. SCHOCK
5. BILAL	5. FOULS
6. WITTEHN	6. BENJAMIN
7. PROY	7. CERNSHAW
8. BARRY	8. BONES

Those players that appear in grey on the team rosters have already been pre-selected. To change these selections for your own preferences, simply use the Control Pad to highlight the name of the player you wish to replace and press B. Then use the Control Pad to highlight the name of the player you wish to substitute in and press B. Substitutions can be made to the starting line-up, the bench and the pitchers from any of the six teams for each league's team.

Once all the players have been selected, press START. Select the desired stadium and starting line-up and the All Star game will begin.

PENNANT RACE



The Pennant Race mode allows you to set up a schedule of games in which six teams try to win the pennant. You can select the number of games they play and choose which games to participate in. You can participate in all of the games, or you can participate in some and have the computer play the rest. You can either watch or skip the games the computer plays by itself. To select this option go into the Set Up mode and select either WATCH or SKIP.

NUMBER OF GAMES

You determine the length of the season that will lead to the pennant. Simply use the up and down keys on the Control Pad to select between 10 and 130 season games and press START.



SELECT THE TEAMS

Choose the 6 teams that will participate in the pennant race by using the Control Pad arrow keys to highlight the logos and press B for each team. Press START when you have finished your selections.

PICK YOUR TEAM

Once you have chosen the six teams to compete for the pennant, choose which teams' games you wish to play. Simply use the up and down arrows on the Control Pad to highlight the word in the "PLYR" column next to the team logo. Use the right or left arrow keys on the Control Pad to toggle the selection from "COM" to "MAN". Computer play, "COM", means the computer plays for that team. Manual play, "MAN", means that you play for that team.



At the bottom of the screen the computer will tell you which two teams are scheduled to play next. If you make both of those teams manual play teams, then two people can play. If only one

of the teams is set for manual play, then only one player can play. Games between the computer can be viewed or skipped. Go to the Set Up Mode and select WATCH or SKIP.

TEAM STANDINGS

After each game, the team standings are updated to show which team is ahead in the pennant race.

STANDINGS		10 GAMES			BB
TEAM	PLYR	G	W	L	PCT
BR	COM	7	4	3	.571
BR	COM	7	4	3	.571
BT	COM	7	4	3	.571
BT	COM	7	3	4	.429
BT	COM	7	3	4	.429
BT	COM	7	3	4	.429
NEXT GAME		AT	US	VS	○

KEY

TEAM	Name and standing of the team
PLYR	Select between manual and computer play for that team
G	Games Played
W	Wins
L	Losses
PCT	Winning Percentage
GB	Games Behind

Push the SELECT Button to view the win/loss matrix.

SET UP

This mode allows you to select various play options. Use the Control Pad to select options and press START to enter.



KEY

DEFENSE 1P	Manual/Auto allows either the player or the computer to manage the fielding.
DEFENSE 2P	On/Off allows the option for fielders to make random errors or be error free.
ERROR	On/Off allows the option for fielders to make random errors or be error free.
WIND	On/Off allows you to let wind be a factor in, the game.
COLD GAME	1-10/Off allows the game to end if the point spread is more than the displayed number. The number may be changed or the option may be turned off.
PENNANT	Skip/Watch allows the option of skipping or watching matches between computer controlled teams during use of the Pennant Race mode.

WATCH MODE

With this option you can watch a full game being played between your favorite teams. Select Watch on the Mode Selection screen. Select your teams and the stadium and the game will begin.

You can even let the computer play a team you created in the Edit Team mode discussed on the next page!



EDIT TEAM

This mode allows you to create your own original team. Select either Edit Team 1 or Edit Team 2 from the Mode Selection screen. Press the SELECT button to view the roster for fielders, pitchers, bench and farm players. You can enter the names of the players and their statistics.

EDIT TEAM				
NAME	BDX	GRT	PLR	SPD
1. JOE	R	05	05	05
2. TED	R	05	05	05
3. PARK	R	05	05	05
4. TOM	R	05	05	05
5.	R	05	05	05
6.	R	05	05	05
7.	R	05	05	05
8.	R	05	05	05
PTS		40	40	40

STARTERS

EDIT TEAM				
NAME	BDX	GRT	PLR	SPD
H. TED	R	05	05	05
H.	R	05	05	05
H.	R	05	05	05
H.	R	05	05	05
H.	R	05	05	05
H.	R	05	05	05
H.	R	05	05	05
H.	R	05	05	05
H.	R	05	05	05
PTS		25	25	25

BENCH AND FARM PLAYERS

EDIT TEAM				
NAME	ARM	SPD	ST	C S I
P. RED	L0	110	56	0711
P. JOSEPH	R0	110	56	0711
P. ERIC	R0	130	40	05050
P.	R0	130	40	05050
P.	R0	130	40	05050
P.	R0	130	40	05050
P.	R0	130	40	05050
P.	R0	130	40	05050
PTS		070010	03221	

PITCHERS

To enter names and stats, use the Control Pad to move the cursor and press the B and Y buttons to enter letters and change statistics.

BATTING

KEY

- BOX** Batter's box used, (L)eft, (R)ight, or (B)oth
- BAT** Probability of making contact with the ball. *Max 20 pts.*
- PWR** Batting Power. *Max: 20 pts.*
- RUN** Base Running Speed *Max: 20 pts.*

PITCHING

KEY

- ARM** Pitching Style. (R)ighthand, (L)eft hand, (O)verhand, (S)idearm, (U)nderhand.
- SPD** Pitching Speed. *Max: 100 mph. Min: 60 mph.*
- ST** Stamina (Effectiveness over time) *Max: 90 Min: 30*
- C** Rate of spin on curveball. *Max: 15*
- S** Rate of spin on screwball. *Max: 15*
- F** Rate of drop on forkball. *Max: 15*

Note: Study Team Statistics for reference.

N-LEAGUE Los Angeles Surfers

		NAME	BOX	BAT	PWR	RUN			
BATTERS		1	Nickels	R	7	7	15		
		2	Rankin	B	7	7	14		
		3	Baxter	R	6	15	15		
		4	Schock	R	10	15	10		
		5	Foster	B	6	15	9		
		6	Benjamin	R	10	9	10		
		7	Crenshaw	L	5	7	7		
		8	Bray	R	5	10	8		
		9	Perret	R	5	8	9		
		10	Peterson	R	7	7	11		
		11	DesBarres	L	8	7	6		
		12	Carlisle	R	5	8	7		
		13	Valentine	B	5	7	8		
		14	Juber	L	8	8	7		
		15	Lennon	L	6	7	9		
		16	Reinhold	R	5	10	8		
		17	Weidlin	R	5	8	6		
PITCHERS		ARM	SPD	ST	C	S	F		
		1	Colomby	RO	92	75	12	4	8
		2	Crosby	RO	92	73	10	6	4
		3	Maby	RO	93	66	8	8	5
		4	Matheu	LO	90	65	4	12	6
		5	James	RO	91	58	10	4	6
		6	Phantom	RS	91	24	6	8	10
		7	Caffey	RO	95	30	4	8	10
		8	Weisner	RS	84	22	10	6	6

N-LEAGUE Atlanta Valiants

BATTERS		NAME	BOX	BAT	PWR	RBN		
PITCHERS		NAME	ARM	SPD	ST	C	S	F
1	Lock	B	8	13	15			
	Pruette	R	5	7	10			
	Mansfield	R	11	9	7			
	Bateman	R	7	15	6			
	Elko	L	9	15	9			
	Halfhill	R	8	10	9			
	Lovoi	L	5	8	11			
	Trotter	R	5	8	7			
	Firme	L	10	9	11			
	Mizell	R	5	8	9			
	Powell	R	5	8	11			
	Bouchey	R	5	8	10			
	Carroll	L	13	8	8			
	Lashlev	R	9	7	12			
	Lundrigan	R	12	8	9			
	Meredith	R	5	8	7			
	Poole	R	5	9	7			
BATTERS								
PITCHERS								

N-LEAGUE Houston Petros

BATTERS		NAME	BOX	BAT	PWF	RUN		
PITCHERS		NAME	ARM	SPD	ST	C	S	F
1	McDermott	R	11	13	13			
	Kavish	L	9	8	9			
	Kaminski	L	5	14	8			
	Nihei	R	10	13	7			
	Meyers	L	10	13	7			
	Bright	R	7	13	8			
	Winstead	R	5	8	8			
	Mao	B	5	7	8			
	Ferguson	R	7	13	10			
	Vernon	R	5	8	8			
	Murphree	R	5	7	13			
	Kafka	L	5	7	8			
	Tolkien	R	13	10	9			
	Tagore	R	5	8	8			
	Frost	L	9	8	7			
	Dickinson	R	5	13	6			
	Kay	R	10	11	7			
BATTERS								
PITCHERS								

N-LEAGUE Pittsburgh Metalcis

BATTERS	NAME	BOX	BAT	PWR	RUN		
1 Eddy		R	9	12	9		
2 Naylor		B	8	6	11		
3 Nauert		R	5	13	6		
4 Davila		L	8	15	8		
5 Dunn		R	5	10	9		
6 Katz		R	7	10	7		
7 Kunkel		R	5	9	8		
8 Worley		R	5	9	8		
9 Walnum		R	5	8	10		
10 Turner		R	5	8	7		
11 Edwards		L	9	9	10		
12 Cushman		L	5	9	7		
13 Devchich		L	8	7	9		
14 Buchanan		L	5	8	11		
15 Saxon		R	5	8	8		
16 Gannon		R	6	8	10		
17 Hahner		R	5	8	6		
		ARM	SPD	ST	C	S	F
1 Rosati		RO	92	69	12	6	5
2 McGinnis		RO	88	75	8	10	8
3 Moskowitz		RO	87	54	8	4	10
4 Chun		LO	87	63	8	12	6
5 Sreivonel		RS	86	22	10	8	6
6 Gustafson		RO	87	33	6	6	10
7 Eden		LS	84	34	4	12	4
8 Delmonte		LO	85	19	6	12	6

N-LEAGUE New York Stocks

BATTERS	NAME	BOX	BAT	PWR	RUN		
1 Harris		B	14	7	15		
2 Semrad		R	7	9	9		
3 Williams		L	5	13	12		
4 Alessi		R	11	15	8		
5 Sushi-X		L	9	8	10		
6 White		R	7	12	8		
7 Riley		R	5	8	8		
8 Hoskin		L	5	7	9		
9 Shikata		L	5	8	9		
10 Mac		R	7	8	7		
11 Stock		R	5	8	7		
12 Wasserman		R	7	9	8		
13 Keen		R	5	7	6		
14 Berger		R	5	8	7		
15 Stanford		L	5	7	6		
16 Polus		L	5	6	10		
17 Jones		R	5	6	6		
		ARM	SPD	ST	C	S	F
1 Ahern		RO	90	51	10	3	8
2 Rascoff		RO	97	56	6	3	5
3 Borman		RO	87	67	10	8	6
4 Leher		LO	87	61	5	10	5
5 Levin		RS	87	65	10	8	8
6 Royce		LO	85	49	8	10	4
7 DeMann		RO	86	49	6	10	6
8 Farnan		RO	88	27	8	6	12

A-LEAGUE Chicago Winds

	NAME	BOX	BAT	PWR	RUN		
2 Mobeius	R	7	8	12			
3 Dean	R	8	8	7			
4 Bilal	L	8	15	7			
5 Battiatto	L	6	15	8			
6 Veile	L	10	8	8			
7 Aihara	R	5	9	8			
8 Brubeck	L	11	9	8			
9 Miles	R	5	10	7			
10 Coltrain	R	7	10	7			
11 Adderly	R	5	7	10			
12 Eno	L	7	11	13			
13 Bowie	L	7	8	8			
14 Hassell	R	6	13	7			
15 Gabriel	L	6	7	10			
16 Jones	L	11	10	8			
17 Page	R	5	8	6			
PITCHERS		ARM	SPD	ST	C	S	F
	1 Mozart	RO	90	68	8	6	5
	2 Satie	RO	92	65	8	6	6
	3 Ouspensky	RO	86	58	8	8	6
	4 Laotzu	LO	86	62	8	10	6
	5 Gandhi	RO	87	45	6	6	8
	6 King	RO	84	60	8	8	10
	7 Kennedy	LO	86	49	8	10	8
	8 Maugham	RO	87	49	6	6	10

A-LEAGUE Oakland Bees

	NAME	BOX	BAT	PWR	RUN		
2 Becker	R	9	9	10			
3 Koronaios	R	9	15	11			
4 Benjamin	R	10	13	9			
5 Castro	L	13	11	6			
6 Victorio	L	9	8	9			
7 Nunez	L	9	13	10			
8 Wohl	R	7	11	6			
9 Dali	B	6	7	15			
10 Picasso	R	5	9	9			
11 Matisse	R	5	8	9			
12 Mondrian	L	5	8	7			
13 Warhol	R	7	8	7			
14 Renoir	R	5	9	10			
15 Monet		R	6	10	6		
16 Chagall		R	5	9	9		
17 Gogh		R	5	10	6		
PITCHERS		ARM	SPD	ST	C	S	F
	1 Olafsson	RS	90	83	12	8	6
	2 Israel	RO	91	81	8	10	6
	3 Dille	LO	90	68	4	10	4
	4 Zito	RO	94	57	4	6	12
	5 Manet	RO	91	47	7	10	4
	6 Gauguin	RO	92	60	10	6	8
	7 Rodin	RO	90	20	7	6	12
PITCHERS	8 Moore	LD	88	22	10	4	6

A-LEAGUE Minnesota Triplets

		NAME	BOX	BAT	PWR	RUN		
BATTERS	1	Poincare	L	9	12	15		
	2	Sessions	B	10	7	10		
	3	Shapiro	L	15	11	9		
	4	Gogh	L	5	9	7		
	5	Zervos	R	11	14	7		
	6	Levi	R	5	8	6		
	7	Ernst	R	5	9	9		
	8	Lawerence	R	7	7	8		
	9	Moore	L	8	7	7		
	10	Wigwam	L	7	7	7		
	11	Dryden	B	5	10	10		
	12	Cocteau	L	8	12	7		
	13	Wordsworth	R	16	8	8		
	14	Yeats	L	6	7	12		
	15	Kipling	L	7	11	6		
	16	Preston	L	14	7	7		
	17	Miller	R	5	9	6		
PITCHERS			ARM	SPD	ST	C	S	F
	1	Wolfe	RO	92	64	10	8	7
	2	Nietzsche	LO	90	82	11	7	8
	3	Jung	RO	93	71	8	8	9
	4	Spence	RO	87	58	10	8	7
	5	Gerard	RO	87	36	7	7	8
	6	Tate	LO	92	46	4	12	10
	7	Cowley	RO	90	46	7	6	3
	8	Freud	RO	93	15	7	4	12

A-LEAGUE Seattle Rains

		NAME	BOX	BAT	PWR	RUN		
BATTERS	1	Tilden	L	8	8	11		
	2	Sather	L	6	8	13		
	3	Yamada	B	9	8	14		
	4	Miles	R	13	12	8		
	5	Lange	L	12	0	12		
	6	Owesen	R	6	8	8		
	7	Pelland	B	3	7	12		
	8	Sinfield	R	5	7	7		
	9	Nester	R	11	9	6		
	10	Swan	L	8	7	7		
	11	Johnson	R	6	8	8		
	12	Hutt	R	9	9	6		
	13	Booton	R	11	7	12		
	14	Reddig	B	0	7	13		
	15	Remine	L	5	7	6		
	16	Frazier	R	5	8	6		
	17	Budd	R	8	8	7		
PITCHERS			ARM	SPD	ST	C	S	F
	1	Brooks	RO	87	68	4	10	9
	2	Harmon	RO	87	63	8	9	12
	3	Rodgers	RO	86	44	7	4	10
	4	Tingdale	RO	89	67	7	8	7
	5	Calder	LO	86	53	7	12	10
	6	Giotto	RO	84	32	10	4	12
	7	Miro	RS	84	29	7	10	7
	8	Seurat	RO	88	26	7	9	12

A-LEAGUE Toronto Condors

	NAME	BOX	BAT	PWR	RUN		
BATTERS	1 Wright	L	10	10	13		
	2 Taut	R	10	8	9		
	3 Gropius	L	13	15	7		
	4 Corbusier	R	9	15	7		
	5 Rohe	L	7	13	7		
	6 Kahn	R	9	14	8		
	7 Fuller	L	8	10	9		
	8 Botta	R	5	9	7		
	9 Bofill	B	5	7	13		
	10 Aalto	R	5	9	10		
	11 Bacon	R	5	10	10		
	12 Crosby	L	5	8	7		
	13 Stills	R	5	8	7		
	14 Nash	R	7	8	8		
	15 Young	R	8	8	7		
	16 Blackmore	R	15	7	7		
	17 Collins	R	5	7	6		
PITCHERS		ARM	SPD	ST	C	S	F
	1 Washington	RO	87	70	8	12	4
	2 Adams	LO	90	56	6	10	6
	3 Franklin	LO	87	58	6	10	10
	4 Deckard	RO	87	27	10	4	4
	5 Tyrell	RO	88	61	8	6	8
	6 Valequez	RO	95	28	5	3	2
	7 Plant	RO	92	25	10	6	8
	8 Page	RO	90	60	8	6	10

A- LEAGUE Boston Bunkers

	NAME	BOX	BAT	PWR	RUN		
BATTERS	1 Euclid	L	8	9	10		
	2 Aristostle	B	5	8	14		
	3 Achimedes	B	10	8	7		
	4 Copernicus	R	11	14	10		
	5 DaVinci	R	10	15	13		
	6 Galileo	L	9	11	7		
	7 Kepler	R	10	8	7		
	8 Boyle	R	5	7	7		
	9 Newton	R	5	8	6		
	10 Volta	L	5	10	6		
	11 Ampere	R	5	7	9		
	12 Ohm	R	7	7	7		
	13 Darwin	B	5	8	10		
	14 Pasteur	R	5	10	7		
	15 Mendel	R	10	8	10		
	16 Maxwell	R	5	10	6		
	17 Pavlov	R	8	8	5		
PITCHERS		ARM	SPD	ST	C	S	F
	1 Hertz	RO	91	70	7	6	8
	2 Planck	LS	86	72	12	7	5
	3 Curie	RO	88	67	8	6	12
	4 Davy	RO	90	67	9	5	6
	5 Einstein	LO	87	50	5	10	6
	6 Fleming	LO	88	20	8	6	10
	7 Bohr	LO	85	32	4	12	2
	8 Fermi	RD	87	53	8	10	5

A-LEAGUE Detroit Motors

	NAME	BOX	BAT	PWR	RUN		
BATTERS	1 Marx	B	5	9	13		
	2 Dufina	R	10	9	13		
	3 Bennetts	L	5	13	7		
	4 Gillespie	R	7	13	9		
	5 Young	L	5	15	9		
	6 Hart	R	5	14	8		
	7 Andress	L	8	11	7		
	8 Horn	R	5	9	6		
	9 Disco	R	15	7	7		
	10 Moskwa	R	8	8	10		
	11 Porter	R	5	9	7		
	12 Adgate	L	6	7	8		
	13 Fedewa	R	10	12	8		
	14 Rudolph	L	6	8	10		
	15 Springate	R	5	8	10		
	16 Callewaert	L	7	8	8		
	17 Brodeur	R	5	8	6		
PITCHERS		ARM	SPD	ST	C	S	F
	1 Cawthorne	RO	92	69	8	8	10
	2 Stakoe	RO	92	58	10	5	5
	3 Muser	RO	87	62	8	6	12
	4 Hodge	LO	85	63	10	8	8
	5 Francis	LO	86	44	5	8	10
	6 Hauser	RO	84	25	8	8	8
	7 Chambers	LO	88	60	5	10	5
	8 Erbel	RD	87	41	10	5	8

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